

Syphon Filter 3 Mini-Games FAQ

by Hyperactive

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-Syphon Filter 3 Minigames-

1) BASIC STUFF

-Details
-Updates
-Legal

2) MINIGAME INFORMATION

-Intro
-Rankings
-Weapons
-Cheats
-Characters

3) TYPES

-Assasinate
-Eliminate
-Demolition
-Thief
-Biathlon

4) THE LEVELS

-Names
-Descriptions
-Unlocking

5) TIPS

-Assasinate
-Eliminate
-Demolition
-Thief
-Biathlon

-READ DOWN HERE FOR FAQ INFORMATION-

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1) BASIC FAQ STUFF

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DETAILS

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What: My in-depth minigames FAQ for Syphon Filter 3	

UPDATES

I hope to update this minigames FAQ as much as possible. I will update it probably once every month. Everytime I find a new bit of information that can help you, I will add it in here.

Version 1.0

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First release to gamefaqs

LEGAL

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2) THE GAME

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INTRO

OK, a new feature to the Syphon Filter series is the minigames. Here you can practice all you want and get better on your skills at playing the real game. The minigames have a mixture of levels, characters, difficulty and objectives for you to play. This means hours of fun for you. The minigames can be slected from the main menu by pressing X on new game, and then go to minigames and press X once again. Here you can choose your level, objective, difficulty and character.

Donn't worry, the controls are the same for the the minigames, except if you changed them in the story mode.

RANKINGS

In the minigames, there are different rankings which determines the hardness of the game, E.G: Trainee is the easiest and commander is the hardest, once you complete the first, you can now move on to the next difficulty if you want. Here are the difficulties.

Trainee: The starting difficulty, this is just for you to get what the level and the game is.

Rookie: Next type, still very easy but a step up from the last difficulty, just have a bit more practice at the level.

Agent: Now, it starts to get harder, more enemies, more bombs and harder things. Be careful.

Special Agent: 2nd hardest, enemies are smarter and come in packs of 3 and 4. Don't hesitate.

Commander: No fooling around, the hardest. Watch out for headshots. If you complete it, you are a master of Syphon Filter.

AVAILABLE WEAPONS

All the possible weapons to get in the Minigames:

Starting: you possess as a starting item at least once

enemies: enemies carry weapon and you can pick it up once their dead

9MM:

Small handgun, not very powerful using the Auto target or the normal aiming, takes about 4 bullets to kill a normal enemy on Auto target mode at the body.

starting-----enemies

Shotgun:

A very powerful weapon, kills every enemy in 1 shot. The only fault with this weapon is that it takes too long to reload which is really bad if your facing a lot of enemies at one time.

enemies only

Falcon:

A pistol that has the power as a shotgun. A normal auto aim will kill the enemy in 1 shot.

Starting only

M16:

The only machine gun, each time you press fire, it fires 3 bullets. A normal Auto target will kill an enemy with 4 bullets.

starting-----enemies

Sniper Rifle

Good for long range kills. Anywhere from the groin above will kill the enemy in 1 shot in Manual aim.

Starting only

CHEATS

Well, if you have finished the game and got the End level and Super agent mode, this makes the minigames easy,

SUPER AGENT:

Put it on for a one shot kill on all enemies, even on your least powerful weapon.

END LEVEL:

This really takes the fun out of it, accept to end the level and go onto the next difficulty. Good if your a cheater, but not for me.

CHARACTERS

Now, here is all the playable characters that you can use to play all these magnificent minigames.

Gabe

Lian

Chance in armour

Desert Gabe

Elsa Weissinger

Formal Lian

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3) THE MINIGAMES

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All the playable minigames:

Assasinate:

All you have to do in this mission is eliminate all enemies. There is about 2-6 of them. in trainee, there is only 2. But, there is 2 catches, it has to be done in stealth which means you can't be seen at all otherwise the mission will end in failure. To use stealth, you are given a Sniper rifle (Great for stealth), 9mm (O.K for stealth but not targeting) and a knife (Great up close). The other catch is that you have to do it in a certain time limit, in trainee it's 9 minutes and in agent it's 4 minutes. Time limits are big and the last 2 levels, you don't have a sniper rifle and there is no time limit. The last level on assasinate is the hardest, you have to kill every enemy with just a knife, this is extremely hard because you have to get right up close to them and sneak (crawl) and roll and use hte knife. You have to be crawling to do the stealth knife kill otherwise the enemy will hear your footsteps. If you arn't close enough to the enemy This minigame inproves your stealth, thats why I play it. It helps me save ammo in the real game by just killing most enemies in 1 shot, but you don't always have the sniper rifle and lots of ammo for it.

My Rating: 9/10

Eliminate:

One of my favourite types. The objective for it is the name of the minigame, all you have to do is eliminate enemies, there are 10 enemies in trainne and 25 in Commander. Most enmies come in flocks from 2-6, but alot of the time guys come single, which is easy. enemies only carry certain guns such as: 9MMs, Shotguns, M16s. The most common is shotgun. But you get to start off with a M16 and a falcon, I always use the falcon first, and then finish withthe M16 or if iv'e got full shotgun ammo that I picked up, I maybe will use this. There is no time limit so go wild. No stealth is required, but if you want to try with stealth, you will find it impossible because you have to be in direct combat. The enemy runs until he has located you then starts firing at you, fire back and kill him. Always the lasat mission is very hard, you only have a pistol with 6 bullets. You have to scavenge for more ammo. In the first 3 difficulty's (Trainee, Rooke, Agent) you have to seek out the enemies, but in the last two, they are looking for you and are mad!

My Rating: 8/10

Demolition:

I don't really like this objective. When you start, you will notice that you will have a guy next to you, he usually says 'Kick Ass'. What you have to do is give him cover fire while he disarms the bombs. He wont help you fight if he is in the middle of disarming a bomb, so it's just you against everyone that comes. He is the only guy with expirience to

disarm the bombs. They got this idea from Syphon Filter 1 level 2, where you have to blow open the door on the subway to let through the bomb expert to disarm the bomb and you have to protect him. Bombs just look like a briefcase like on the 'steal' objective. It doesn't take long to disarm all the bombs. Guys come from all directions and most come for you first, so this is the one time that you need to get their attention and divert all the bullets to you, because you can take them, but he doesn't have any armour. As like all levels, rankings and objectives, it gets harder as you go along, so as you progress, there is more bombs and way more enemies. The first 3 ranking are very easy but then they start to get very hard. Remember, protect that guy with your character's life. This gets boring after awhile after you have to circle your defuser in the middle because guys come from evrywhere around him.

My Rating: 7/10

Thief:

All you have to do is steal a briefcase and return that briefcase to the starting place. The briefcase is usually surrounded by alot of enemies, but sometimes the computer tricks you, puts it in a place where no enemies are. this is tricky because your likely to go for a spot where enemies are guarding and that fools you when the briefcase isn't there. Also you have to do it in stealth, which means you can't be seen while stealing it or geting back to the starting position. Also, you have a time limit to do the level in. These 2 aspects make it hard to complete. But, thief is challenging, think of it as Terrorist's have planted a bomb somewhere in the district and you must find it and bring it back to the bomb experts, the bomb is scheduled to go off in ___ Minutes and if you are seen, they will detonate it, so you must hurry. Anyway, thief is challenging and if perfects the skill off sneaking quietly around people, these tecniques come in handy for 1st level with Teresa Lipan. Enjoy the challenge. I think it is fun.

My Rating: 7/10

Biathlon:

Mah, I don't like this minigame, all it is is targets that you have to shoot with a sniper rifle, just follow the trail to the firing position and use L1 to aim, Triangle to zoom in, O to zoom out, and fire at the target and if you successfully hit a target it will break. There is a certain number of targets in 1 firing position and there is 4 firing positions. on Trainee, none of the targets move, but as you progress, targets start to move slowly and very fast, on the commander difficulty, you have little ammo and just about all the targets move, which makes this very hard to complete, I could never do it. here are the rules. 1)Only shoot from Firing positions, all firing positions are marked by the end of the trail and a status callout (A thing that says a characters name, points to something E.G). 2) Save ammo for use on all targets, this means: Just say you are on the last set of targets, there is 5 of them and you only have 6 bullets, then you fire 2 bullets and miss on both of them, now you only have 4 bullets, and there is 5 targets left, it is impossible to finish a level if there is 5 targets left and only 4 ammo left, get it.

Now, here is all the levels that are playable. Half of them you have to unlock though. I have written a big description for each level and after that how you obtain a secret minigame level:

DESCRIPTIONS

Whispering Woods Mortuary

The burial place of Teresa Lipan, or was it (sp). A dark cemetery situated in a town called whispering woods. It looks spooky when playing because you are at a cemetery at night. People might rise from the grave and become MONSTERS, sorry, of subject again. there is a path right down the middle of the cemetery, I advise that you don't use it, this path leaves you very open to head shots on the harder difficulty. On the harder difficulty, I think you should use the high graves as a barrier and a hiding place. But remember, it's dark so you can't always see the enemy. Watch out for the walls in the corner on the minigame Demolition, some guys jump over it without you knowing and kill your mate if you are unaware. Also in whispering woods there is an underground section, there is a shoot to get down there, kind of like a slippery dip. This time you can jump down from a tall place and land and live. The underground section leads to 2 rooms, 1 room has a bookcase and a strecher and the other way is a corridor that leads to steps where you can get out, you can also acces the secret area like this. The stairs puts you out next to a house. This level is from the ening movie of Syphon filter 2 and the starting movie of Syphon Filter 3. I tried to read the names on the plaques but it's too hard to read. A nice, spooky level to play, the first level I ever played in the minigames and it was fun.

New York Slums

The poor district, too bad there is no poor guys around. This level is also dark, it's like your trying to be robbed because your rich and poor people want your money, but you pull out a gun and you show them who is boss around here. Excpet your fighting hitman who want you dead, and then maybe they will steal your gun, and then maybe your money, of sub again. You can get acces to a shop, it doesn't have much space in there, but just somewhere to hide if you need to catch your breath after being chased by hitman around the block. In elimination, guys come from behind and in front of you so watch out for the guys behind the most. there is also secret rooms, well not secret at all actually, in fact a starting position is in 2 of them. Find the entrance to one of them near a pile of wooden boxes. I can remember when I first played this level and I started in a room with a big glass window, and i went past the window looking for the way out and I couldn't find it. I turned out it was hidden behind a few boxes and I was trying to get out through the roller door. Thief is very hard due to the open paths with enemies circling the block. The level isn't as big as some but still good to explore fully. They got the minigame level off Syphon Filter 2, where gabe has to Rendevous with Teresa at the helepad. It happened after Gabe escaped Stevens's Death Lab where Logan was Double crossed after trying to get Lians vaccine, which he done successfully.

Colorado Bridge

Not a very big level at all, the only main place where you can freely explore without climbing, jumping is on the bridge. the bridge isn't very long anyway, it only has 3 trucks to protect you from enemies. There is only 2 starting positions on this level, one at the beginning of the bridge and the other is on the scaffolding. The scaffolding is small rails holding the bridge up from below, if you drop, you will die. Get on to the bridge or side of the bridge from here by climbing up as far as you can and try to get as close as possible to the bridge and then pull yourself up by pressing Triangle and then Up on the D-Pad. Doing this on Eliminate at commander ranking is hard because of the time it takes to get up and you can't hide behind the barrier, well you can but your head and part of your body is still showing so the enemy can get a head shot so easily. I like doing assassinate because I see an enemy, hang from the bridge, and once there past be, I get up and crawl right next to them and kill them with my knife or pick them off from where I stood up. Try to explore the scaffolding especially on Thief mode as sometimes the briefcase is there, but not often. This level came from Syphon Filter 2, as most of them did. Gabe was going through Colorado when he came across this bridge that these terrorists and the agency where trying to demolish the bridge so Logan couldn't get past, he had to eliminate the commander in stealth with a 2 min time limit and then had to diffuse 4 bombs.

Washington Park

A HUUUUUUUUGE level and it is very well designed. It is the second biggest level in the whole minigames. It has a lot of features in this level, from a statue of honour to tennis courts and built up areas near the start with trees on them, that looks cool. At one stage, there is 2 ways to go, to the left is a path twisting around trees and if you go the other way, you will come to a Jungle gym, this looks cool. You can climb up it and be the king of the world, and no one can stop you because you have a gun. Ahahahahah. Sorry, anyway, explore the jungle gym a while, it is fun climbing up and down it. keep on going and now you will come to a hedge maze, this maze isn't hard and note that you can't use climb (triangle) to climb on to the hedge, so this makes it harder, actually this is easy, just follow the concrete path around, past lights and all other ways leading off the track, if you want, you can explore the whole maze. After a while you will come to the end of the maze, and come to a building called 'Freedom Memorial'. You can't get access to this building. If you have played Syphon Filter 1, the freedom memorial was one of the boss fights which was really fun and challenging, it took me ages to kill Anton Girdeaux, but I liked him, especially his French Accent, 'Gabriel Logan'. Anyway, as you can tell this park level came from the original Syphon filter and is the length of the whole level from Syphon Filter 1.

D.C Subway

A normal sized level that looks cool. All it is is two train tracks and a big station in the middle with signs and information on it. Next to both tracks is a little walkway where enemies love to walk, so look here for enemies, they come out of back rooms. Bialthlon on this level is a very simple track, start on one side of the middle section and follow it and do a turn to the other side and go forward, like a U turn, but it goes:

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<<<<<<
|      ^
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| ^
| ^
| ^
| ^

Biathlon track:

^ = walk up

< = walk left

| = Walk down

In assassin, watch out for enemies in back rooms popping out to the little walking track, they come out the side tracks. In elimination, when enemies come from the little side walways next to the track, use something for cover because the enemies can't come straight for you because they can't cross the tracks. Note that no trains go by like in Syphon filter 1. As you just picked up, this level came from syphon filter 1, in fact, it is the first level in the whole 62 levels in the syphon filter series. The original, and a great and fun level to play, enjoy it.

Rhomers Fortress

here we come to the longest level in all of the minigames, it beats at least 2 levels from the real Syphon Filter 3 story mode, those 2 levels are the Galaxy transport plane and the level called The Beast. You start off on a hill inside what looks like a church, go left and left again to see two missing windows and on eliminate, 2 guys jump down from there. Explore every possible route, as you can get to alot of places. enemies love having the shotgun on this level, I've only ever played it on eliminate, so thats all I know, but I have played the level on Syphon Filter 1. Watch out when you get on the beams about 3/4 of the way through the level, It's easy to fall, trust me. Below you now is where you have to go, yep. But how do you get down there, you can't jump because it will be too far and you will die and have to start the whole level again. that spiral thing that looks like a window is where you have to go through, shoot it. Now you take the long, exhausting back road to the end of the level. The end of the level is the path going down into a door that you can't go in. During this level, you encounter lots of different things, including a library, once again, it is the same length as the Syphon Filter level 'Catacombs Lower level'. This mission in Syphon comprised of 3 different levels, the first 2 are about exactly the same which is boaring.

Phagans Warehouse

You start outside and around you are warehouses containing boxes. This level is a reasonable size and there is thousands of places to hide, place to hide are inside warehouses, in rooms, Behind barricks and many other places, never hide behind those drums, because they contain fire, if it is is shot, everyone with in a certain distance of the barrels will die. This is good for elimination, stay way back from the barrels but still so you can see them, and when enemies come in flocks, shoot it and all will die, this makes it easier to achieve your goal. In assassinate, never fire at the barrels unless you are trying to kill the last guy that is next to the drums, in that case you can shoot them, but other times don't as it attracts the attention of the enemies and you will be spotted and mission will fail, so avoid making noise at all, same with the objective thief on this level. Another great tip for

assassinate is: Get up high in a warehouse that you can easily duck and hide in, while your up high you should be able to see a fair bit of the level, so be a true sniper and fire. Once again, this level was in the original syphon filter, it is the 7th to last level, I never could find the viral samples, so I gave up trying. Anyway, you are dropped here and you have to get to warehouse 71 and find the elevator in the burning wreck leading down to the Missile silo.

China Exhibit

You are in part of the Pharcom exhibition center, in the Ancient china exhibit. A normal sized level, not huge like some, but not short like others. This exhibits back ways is like a major maze, each statue you come to you are given either 3 or 2 or 1 more ways to go, also note that you can walk through the glass and it doesn't hurt you at all, but this can create noise in Assassinate and also thief modes, so be careful that no one is around before smashing it. In no mission you really have to smash the glass, but I do it anyway. Eliminate is also hard because if your at a statue, tons of guys can come from all different directions and target you in head shots (only on the hardest eliminate difficulty). Due to all the back wasy, thief can also be hard, because once again, it's like a maze, just look at your radar if your having trouble, it picks up the briefcase as a blue flashing dot, thats where you have to go. If you need to, you can hide behind the pharcom boxes and when enemies come past, usually they don't see you. This is a good method. This level came form the second Syphon Filter, it is a exhibition in the Pharcom centre. In this exhibit, Gabe has to eliminate Dillion Morgan, an agency boss, Gabe has help from diffusing the bombs that Morgan has armed, if Gabe and Teresa pop Morgan before all the bombs are disarmed, the whole place will go up in flames because Morgan has a dead man switch, which will set off all the bombs if that hits the floor.

Military Base

A great level, there is actually two types of this level, one is the normal outside snow stuff and there is also a little underground bunker with 2 paths leading out into the fresh air. The bunker is the main starting place. Once out into the cold snow, you will see a truck, usually guys come and hide behind it, also there is drums which contain fire. If you keep going around, you will meet some more enemies and come to power lines and a power relay, watch out for an ambush on eliminate as you approach the relay, about 4 guys come, most with shotgun, just hide or kill them, I always die here, in fact, that is the only place I have died on this level. It's not a very big level, about a 1/10 th of the real level in Syphon Filter. Mabe they had to cut it short because they where running short on disc space, anyway, this is a easy level but not alot of ggod places to hide, except for the bunker. As I mentioned, this level originates from Syphon Filter 1, where it is kind of a stealth level, but if your seen, thousands of men come at you, so the mission doesn't fail if you seen, it's just that if your seen, men come towards you and you reach a checkpoint and die, when you are brought back to the last checkpoint, you will still be counted as spotted and the enemies will be flooding in, there is nothing to stop this, except if you reset and play this level again. You also have to play this level again as an escape level in 3 minutes but everyone is alerted so you just have to kill them.

UNLOCKING

At the start of the whole game, 5 minigame levels are already available for you to play, but 5 are hidden through out story mode. Unlock a secret minigame area by doing what I say in each level:

HOW TO UNLOCK

Here is some special things that you can do to unlock a certain minigame area.

Level 1: Hotel Fukushima

All you have to do is rescue the prisiner across the street, sound easy, well it's not. Try to eliminate 2 guys quickly and then everyone who comes in that same room, who cares if you lose health, your going for an extra level.

Type: Minigame

Level: Military base

Diff: very hard because of all the guys who come in and shoot st him, but once your good at aiming, you can get this very easy.

My diff rating: 7/10

Level 5: Pugari complex

Avoid putting a bullet in foreman jone's head, let him survive and this will make your whole next part of the mission very easy, kill him and you don't get the minigame and the truck smahes into the building blowing it up and thousand of guys come. If you avoid killing, you get the game and none of the truck + guys happen.

Type: Minigame

Level: Colorado bridge

diff: very easy, did it the first time I played the level without any help from any walkthrough FAQ or anything like that. But most people like putting a bullet in peoples' heads, but I left him alone.

My diff rating: 2/10

Level 9: Waterfront

All you have to do Is blast through the level as quickly as you can, I think you have to complete it in under 9 minutes to get the extra level.

Type: Minigame

Level: Warehouses

Diff: not very hard to do, but just run, ahoot and don't stop, look at your map so you know whereto go and what path to go to quickly and cutscenes take up time so just skip them.

My diff rating: 6/10

Level 14: St george Australia

At the start of this level, get the sniper rifle in the back of the truck next to the start, now kill all the enemies with it without being seen. You must rescue everyone of the aborigines before you can be seen. The only guys you can be seen by is the guy on the tower when your going to the truck at the end of the level, and the guys surrounding the helicopter for escape.

Type: Minigame

Level: Rhomers fortress

Diff: Hard to do, use all your training and snipe from far back as possible if you can.

My diff rating: 6/10

Level 19: DC Subway

Finish the level as fast as possible and you will likely unlock a new arena. I think the time to beat it in is about 8 minutes.

Type: Minigame

level: Mesa Verde Exhibit

Diff: Easy, done it the first time around without even knowing how to get the Minigame. Very Easy if I can get it so quick.

ALSO

Bonus minigame

In level 1, when fighting Shi Hao and luitennants, kill all the luitennants with the Air Taser (but make sure you save the prisinor as well, other wise I found it didn't work).

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5) TIPS
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=Assasinate=

- When assasinating with a knife, always crawl and use roll to get closer instead of running. The enemy can hear your footsteps when running but not when your crawling and rolling.
- With the sniper rifle, anywhere above the groin will kill an enemy in 1 shot, so you don't always have to do a head shot.
- With the 9MM, you have to use a head shot to kill the enemy, 1 shot at the body will alert the enemy.

=Eliminate=

- Try to use a one shot kill weapon as enemies usually come in groups, the falcon is probably the best weapon.
- When people come in flocks, try to use a few head shots while coming towards you to only face a few guys.
- Hide behind a wall and use the quick peek method and then fire to kill enemies with a head shot.

=Biathlon=

- Use Triangle to zoom in to get a better look and aim on the target, I always do this.
- Take short cuts on the red track, E.G cut corners on it if there are no firing positions, do this if you know the track well.
- You can come a bit forwarder than the firing position and shoot, but not too far otherwise parameter failed.

=Demolition=

- Mainly use the R1 aim to get a good idea of where the enemy is and where he is coming from.
- Use your radar to see how close the enemies are to the guy and there chance of hitting the bomb squad member.
- Act quickly as soon as the enemy comes and preserve your best weapons ammo for the harder parts.

=Thief=

- Enemies are mostly blind, they can only see straight ahead of them, use this to your advantage.
- Don't get real close to any enemy unless you need to to get to the briefcase.
- The briefcase shows up as a Blue flashing dot on your radar if your close to it.